



NTSC U/C

PlayStation®



SLUS-00866

COLONY WARS™ III RED SUN

DUAL SHOCK™

MIDWAY

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

DO YOU REMEMBER YOUR DREAMS?

DID YOU WITNESS THE ODYSSEY?

Know you of the voyage of Valdemar? Where planets yield their terrible secrets and creatures from another time devour the stars in the night sky. Where future tribes utter your name as legend. Where nightmares hold no fear, as the living is the darkness. Do you remember Valdemar?

I am Valdemar. Learn. Teach. Remember.

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COLONY WARS III

SETTING UP

Set up your Console according to the instructions in its Instruction Manual. Insert the COLONY WARS RED SUN disc and close the disc cover.

Turn the Console ON at the POWER button. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

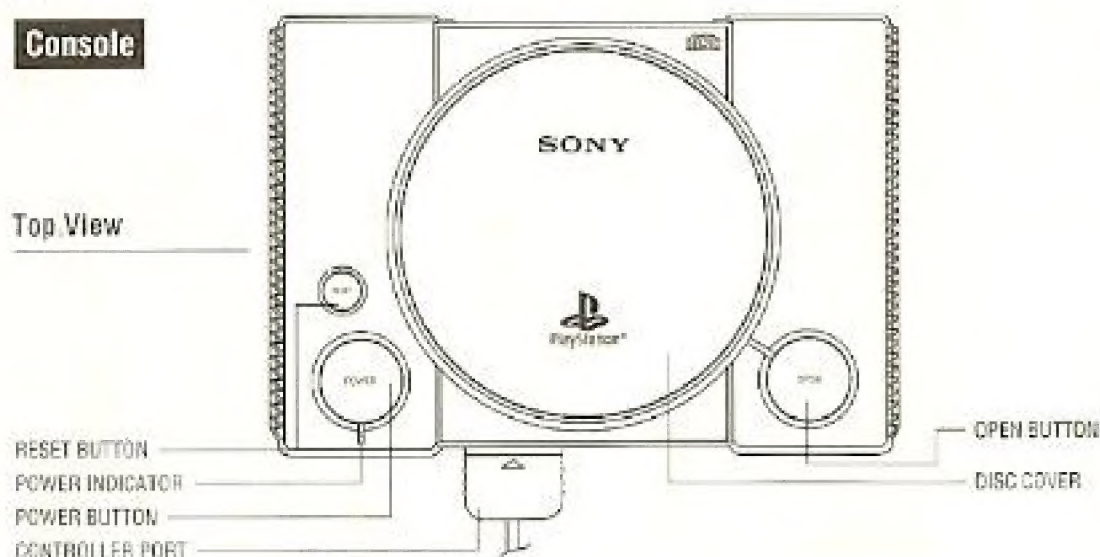
Make sure there are enough free blocks on your MEMORY CARD before commencing play.

PLEASE NOTE: all screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

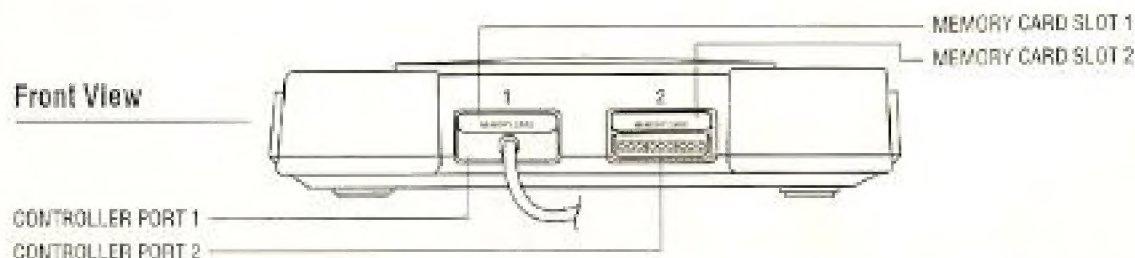
There are a number of cinematic sequences throughout COLONY WARS RED SUN, which can be skipped by pressing the  button or the  button.

Console

Top View

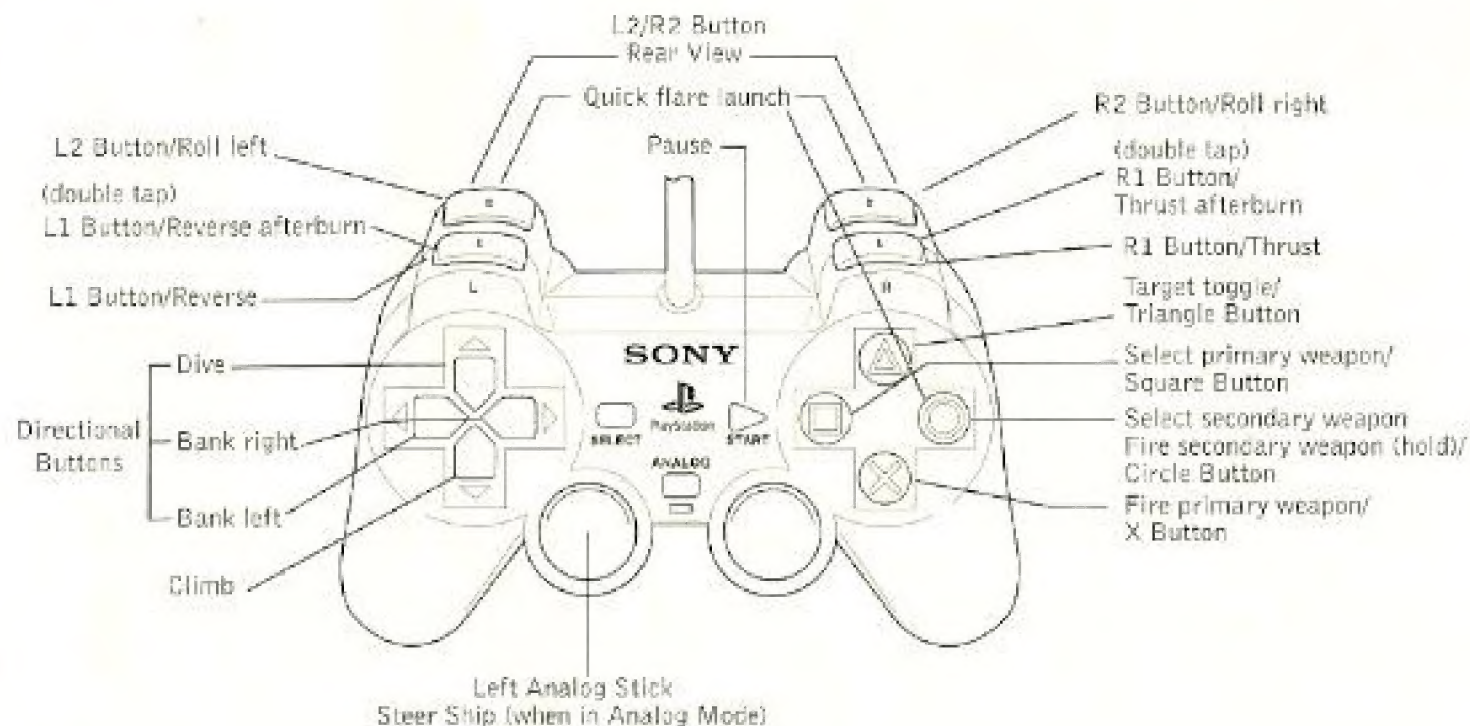


Front View




CONTROLLING YOUR CRAFT USING THE DUALSHOCK™ ANALOG CONTROLLER

Control your craft with the precision and expertise guaranteed by the DUALSHOCK™ analog controller. Delivering the accuracy of analog control, the DUALSHOCK™ analog controller lets you feel the impact of space battle when used with the vibration function turned ON. In addition to the regular game controls, use the Left stick of the DUALSHOCK™ Analog Controller to steer the craft.



COCKPIT HUD

The internal cockpit is the default viewpoint. Press the  button, when in-game, to choose other HUD viewpoints.

Astro-Con Ships' Systems (ACSS) standard HUD:



View shown: External

- 1 Comms Window: This is where holo-communications from allies or enemies will appear. Their speech will appear as text for increased clarity. Occasionally messages will appear without speech or a holo image; these will usually be mission prompts from your onboard ACSS Artificial Intelligence Unit.
- 2 Timer: Only displayed during time-limited missions.
- 3 Directional Target Finder: The Directional Target Finder is a tri-crosshair which shows where your primary weapons will hit. Around this crosshair is a ring of dots which expand and contract depending on the screen position and distance of the nearest object (or locked target). An arrow will point in the direction of the target if it's moving off screen.
- 4 Target Reticule: The Target Reticule identifies the nearest object to your crosshair, displaying its allegiance, Green (friendly), Yellow (neutral) or Red (enemy), and its direction of travel (shown by the smaller reticule in front of it). The position of this reticule has been calibrated so that shots fired at it should hit the object. If there is no smaller reticule, the object is either stationary, or heading directly away from, or towards you. The reticule will be Purple in color if you have locked on to this object as a target. No other objects will be picked up while the reticule is target locked-on an object. Guided missiles will only be effective if fired at a target locked object.
- 5 System Information: This purple text informs you about routine operations, shields restored, grapple attached and so on. You should keep an eye on these messages.
- 6 Lock On: This is a warning message. It will flash up when your ship has been locked onto by a powerful targeting system, usually that of an Automated Defense unit. When it flashes, it is advisable to check your surroundings.
- 7 Incoming: This is a warning message. It will flash up when a missile has been launched and is closing on your ship. It gives you time to launch a flare, or take evasive action.
- 8 Shields: This is a warning message. It will flash up when your shields are about to fail as a result of damage sustained. The message "CRITICAL" will flash up in this position instead when your ship's hull is about to be destroyed as a result of damage sustained.



- 9 **Overheat:** This is a warning message. It will flash up when your ship's systems are overheating due to rapid firing of weapon systems or prolonged use of your Afterburners. Affected systems will cut until they cool off slightly. While overheated you will not be able to use Afterburners or fire Primary Weapons.
- 10 **Radar:** This shows the relative positions and allegiance colors of all the objects in your vicinity. Objects displayed as triangles, point upwards if the object is in front of you, and point downward if it is behind you. Enemy craft appear as red, while friendly craft appear green, and neutral are yellow. A triangle with a box around it, corresponds with the object currently in your target reticule. If one of these items is colored purple this denotes that you have locked-on to it as a target object.
- 11 **Shield/Hull Meter:** This bar denotes the state of your shields and hull. The green in the bar represents your shields, this will decrease as you receive damage, however they will recharge over time. Beneath this is a red bar which represents your hull, this too will decrease as you take damage, but will not repair itself.
- 12 **Speed:** This bar denotes your ship's speed, either forwards or in reverse. The bar is purple when you are travelling forwards and blue when in reverse. The icon to the left will also flip to denote the direction you are traveling.
- 13 **Heatup Meter:** The Heatup Meter displays the amount of heat generated by weapon usage and Afterburner use. The higher the meter the more damage is being done to your ship's systems.
- 14 **Primary Weapon:** This text shows the Primary Weapon currently selected and active.
- 15 **Primary Weapon Icon:** This icon denotes the Primary Weapon currently selected and active, in a quick, easy to reference way.
- 16 **Hard-points Filled:** This number denotes the amount of weapons of that type installed and active on your ship, in this case three laser MK III weapons.
- 17 **Target Shield/Hull Meter:** This bar denotes the state of the shields and hull of the object currently in the Target Reticule or Target Locked. The object's shields are represented by the green in the bar and will diminish as damage is taken. The object's hull is represented beneath this by a red bar, which will also decrease as it takes damage.
- 18 **Target Information:** This box refers to the object currently in the Target Reticule or Target Locked. It shows information such as the allegiance, class and state of health of the target.
- 19 **Secondary Weapon:** Displays the Secondary Weapon currently selected and active.
- 20 **Secondary Weapon Icon:** Displays the Secondary Weapon currently selected and active, in a quick and easy to reference way.
- 21 **Amount Loaded:** This number denotes the amount of that type of Secondary Weapon loaded and ready to use/fire.



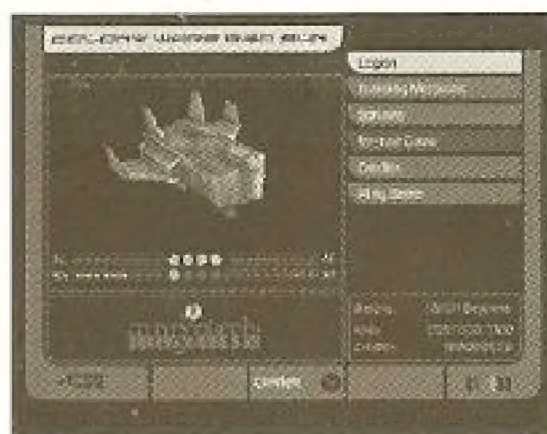
USING MENU SCREENS

Use the directional buttons to highlight an option, then press the **X** button to confirm. To return to the previous menu screen without accepting any options changes, press the **△** button.

GETTING STARTED

After a short introductory movie, the Main Menu will be displayed.

MAIN MENU



LOGON
TRAINING MISSIONS
OPTIONS
RESTART GAME
CREDITS

go to Logon Menu
go to Training Missions Menu
go to Options Menu
use this option to begin again
view the team credits

LOGON MENU

MISSION SELECTION



For each solar system, the available missions will be displayed on the bars in the top right hand corner of the screen. You can attempt any of these missions in any order. As you complete each assignment, more missions will be displayed, until the amount of work available in that solar system has dried up, or you have moved on. Press the **X** button on any of the mission bars to receive a full Mission Brief, which will be displayed in the left-hand box. The Mission Brief gives you all the information you need to complete the mission. Your mission objectives will be highlighted. Allies or enemies will be displayed in the lower box with a reference picture and extra information.

Select <<LAUNCH>> to commence your chosen mission. Select <<DECLINE MISSION>> if you do not wish to engage in combat. Select <<PAUSE BRIEF>> to stop the briefing text mid-flow.



Select <<CONTINUE>> to resume the briefing text flow. Select <<RESET BRIEF>> to read the mission brief again from the start. In assignments that require specific equipment, you will need those items before you can begin the mission. Declining the mission will allow you to leave the Mission Selection screen, purchase the required items in the Upgrade Parts screen, and then return. Your Credits (CR) are displayed to the left of the mission bars. The figures represent the contract price that you will be paid on successful completion of the mission. During the game, The General will act as your guide. He will prompt you and advise you. Certain missions will feature The General's Engram Link, in the bottom left box. These missions will bring you closer to your eventual destiny, but they are more challenging and should only be attempted when you are confident that you have enough experience and equipment to make your mark.

UPGRADE PARTS


When the money you earn from completing missions starts to roll in, you can upgrade certain parts of your craft for superior performance. On each craft, you have access to a number of 'hard-points'. You can attach weapons





to the hard-points. The better the craft, the more hard-points it will possess and the greater choice you will have when it comes to attaching weapons and upgrades. The left-hand box contains a number of circles that represent the available hard-points for your craft (these vary from ship to ship).


If they are in use, they will show an item icon and the item name.


Your available credits are displayed in the bottom right.

Select <<VIEW STOCK ITEMS>> to display the items available to buy. These items change as you progress from system to system and their availability is affected by your rating. Toggle left and right to show the different items, their name, description and price. You cannot buy or sell in this mode so press the  button to exit. To sell


an item from a hard-point, select <<SELL HARDPPOINT ITEM>>. The first hard-point will then flash and the sale value will be shown in the box at the bottom. Toggle left and right through the hard-points until you reach one you want to sell and press the  button to sell it. The credits will then be deposited in your account.

To buy an item select <<EQUIP HARDPPOINT ITEM>>. The first hard-point will flash. Toggle left and right through the hard-points to equip a hard-point and press the  button to access the menu of available items you can equip to it.

Toggle left and right to select the item and press the  button to buy it. If you don't have the available funds to buy an item, the price will be displayed in red and you will not be able to select the item.

(NOTE: missiles/torpedoes/flares are a special case. Multiple missiles of the same type can occupy one hard-point, so you can equip a hard-point which has a type of missile in it by simply pressing the  button for each additional missile). The cost of any items bought are deducted from your credits and the item appears on the hard-point.



You can then toggle to the next hard-point to buy more items. After all the buying and selling is done, you can choose to accept or decline the trade or press the  button to reset.

UPGRADE SHIP



As you make progress, the missions get harder and to stand a chance you really should invest in superior craft. Superior craft have better speeds, sleeker acceleration and extra hard-points for weapon upgrades.


The Upgrade Ship Screen displays the current ship name and its trade value. The eight circles in the center represent hard-points. The number of highlighted hard-points represent the amount of hard-points available on this ship type. A rotating model of the ship is shown in the top left of the screen above a status bar. The status bar represents the ability of the ship:

HL = Maximum Hull

SH = Maximum Shields

SP = Maximum Speed

HT = Ship's Heat Sink Value (for cooling down overheating engines and primary weapons)



Toggle between the available craft to display the name of each craft, its price and status bar. The price shown is the trade-in value (you can only have one ship at a time - the value of your own ship is deducted from that of the new model prior to the price being calculated). Highlight any of the craft and press the  button to display its details and give you the option to accept or decline trade. Select <<VIEW CURRENT>> to return to your current ship.

MEMORY CARD MENU




NOTE: it is advised that you do not insert or remove MEMORY CARDS once the power has been turned on. Make sure you have enough free blocks on your MEMORY CARD before commencing play.




LOAD

To load a previously saved game, make sure you have a MEMORY CARD inserted that contains COLONY WARS RED SUN data. Use the  button to select <<LOAD>>, then use the left and right directional buttons to select the MEMORY CARD slot you want to load from. Then use the up and down directional buttons to highlight a COLONY WARS RED SUN saved game. Finally, press the  button to load the file.




SAVE

To save your progress, make sure you have a MEMORY CARD inserted that contains at least one free block. Use the  button to select <<SAVE>>, then use the left and right directional buttons to select the MEMORY CARD slot you want to save to.



Then use the up and down directional buttons to highlight a MEMORY CARD block (a flashing blue box signifies an empty MEMORY CARD block) and press the  button to confirm. An alphabet grid will be displayed where you can enter your name using the directional buttons. Press the  button to accept each character, then highlight <<END>> and press the  button to initiate the save.

DELETE

You can also delete previously saved games in the MEMORY CARD menu. Use the  button to select <<DELETE>>, then use the left and right directional buttons to select the MEMORY CARD slot you want to delete from. Then use the up and down directional buttons to highlight a MEMORY CARD block and press the  button to select it. Finally, press the  button to confirm that you wish to delete the data displayed.

TRAINING MISSIONS MENU

CRAFT HANDLING EXERCISE



Get accustomed to the craft and do as you are told. Your tutor will fail you if you deviate from the set path or ignore your missions during the craft handling exercises. Use the left and right directional buttons to bank your craft left or right. Use the up directional button to dive and the down directional button to climb. The L2 and R2 buttons will roll your craft to the left and right respectively. Engage maximum thrust afterburn by double tapping the R1 (forward thrust) or L1 (reverse) buttons. Afterburners cut out after a limited period of use.

TACTICAL EXERCISES



Droid Probes provide the deep space opposition fodder in this tactical weapons exercise. Follow the on-screen instructions and try not to get killed. REMEMBER: your on-board Holo-Radar will identify enemy craft as RED, neutral as YELLOW, and allies as GREEN.

OPTIONS MENU

CONTROLS


Choose from six different controller configurations via the <<CHANGE SETTING>> option. Use the  button to toggle the Vibration Function of the DUAL SHOCK™ analog controller ON or OFF. Finally highlight either <<ACCEPT CHANGES>> or <<DECLINE CHANGES>> and press the  button to return to the Options Menu.

AUDIO

You can alter the following options: <<MUSIC VOLUME>>, <<SFX VOLUME>>, <<SPEECH VOLUME>> or <<SOUND MODE>>. Highlight each option and press the  button. Then use the left and right directional buttons to adjust the setting and finally press the  button to confirm.



VIDEO

CENTER SCREEN - Use the directional buttons to position the screen to your satisfaction and press the  button to confirm.

MOVIES - There are a number of cinematic sequences throughout COLONY WARS III RED SUN. Use the left and right directional buttons to turn them on or off.

VIEWPOINT - Use the left and right directional buttons to select from <<INTERNAL>>, <<EXTERNAL>> or <<COCKPIT>>. This view will become your default in game viewpoint.

IN-GAME PAUSE MENU


CONTINUE

Continue the current mission.

QUIT

Choose <<NO>> to return to the In-Game Pause Menu. Choose <<YES>> to return to the Main Menu.

AUDIO OPTIONS

Use the up and down directional buttons to highlight <<MUSIC VOLUME, SFX VOLUME or SPEECH VOLUME>>. Then use the left directional button to decrease or the right directional button to increase the volume level. Highlight <<SOUND MODE>>, then use the left and right directional buttons to choose either <<MONO, STEREO or DOLBY SURROUND>> sound. Finally press the  button to confirm your settings and return to the In-Game Pause Menu.

RESTART MISSION

Choose NO to return to the In-Game Pause Menu. Choose YES to go back to the beginning of the current mission.

VIBRATION

Press the  button to toggle the vibration function of the DUAL SHOCK™ analog controller. On or Off.

DEBRIEFING MENU

As you successfully complete each mission, the debriefing text, in the left-hand column, will display your current status. Choose <<PAUSE DEBRIEF>> to halt the text mid-flow or <<CONTINUE>> to resume the debrief. <<RESET DEBRIEF>> repeats the whole communication and <<EXIT DEBRIEF>> takes you back to the Home station screen. Your current <<RATING>> will be displayed in the bottom right-hand corner, as will your <<KILLS>> ratio and your total number of <<CREDITS>> amassed over the course of the game.



COLONY WARS III

WEAPONS

NOTE: Certain weapons are only unlocked by ranking. Certain weapons are unlocked by cheats.



Laser mk I Magontech (green)

WR3 Stormpetal

"Your inexpensive armament solution."

Damages shields and hull.



Laser mk II (green)

Jelua Systems BK4

"As recommended by the Thunderbolt Association."

Extra damage to shields and hull.



Laser mk III (green)

Silverain Beamaster IV

"The Choice of Aces."

Double the damage to shields and hull.



Shield Laser mk I (blue)

Fahrenheit Cutting Edge

"Resolved."

Collapses shields, but does no hull damage.



Shield Laser mk II (blue)

Arcturis Adept 22

"The Shieldkiller."

Make sure you have an anti-hull weapon as well.



Hull Laser mk I (red)

Halcyon M.40 Arrowhead

"Affordable power and performance."

Enhanced hull damage, but little effect against shields.



Hull Laser mk II (red)

Jelua Systems BY9

"Simply the best, says Gun Jockey Magazine."

Excellent hull damage, but still poor against shields.





Supercooled GP Laser (green)

Halcyon Q.38 Spearpoint

"Reliable firepower - anywhere, anytime."

Laser fitted with cooling systems. No heatup, no cutout.



Supercooled AS Laser (blue)

Fahrenheit NorthWind

"Composed."

Anti-shield laser fitted with cooling systems.



Supercooled AH Laser (red)

Jelua Systems 12Y9

"9/10 Mechanics and/or Jelua."

Anti-hull laser fitted with cooling systems.



Gauss Gun

Synodach Mitraillease

"Damages hull through enemy shields."

Relies on high rate of fire to offset low damage.



Scatter Gun

Silverain Rapideath II

"Compensates for poor accuracy with high rate of fire."

Damages shields and hull, but causes heatup too.



Plasma Cannon

Arcturis Archangel 33

"Heavy damage to shields and hull, best used against slow targets."

Lengthy charge time makes dogfighting tricky, and causes heatup.



BFG Primary

Halcyon R.45 Godhammer

"All craft in area of effect suffer massive shields and hull damage."

WARNING: drains shield energy while charging.



Sha'Har Arcweapon

Sha'Har Hellwhip

"Short ranged, but lethal against shields and hull."

Automatically seeks and tracks nearest target.



DEADLY



Grapple Gun

Delaprima DGL20 Suregrip

"Demanding mission? Demand Delaprima."

Allows capture and towing of target craft.



Cooling Vents

Fahrenheit TurboChill

"Confident."

Boosted exhaust coils dissipate heat more rapidly.



Heat Sinks

Delaprima DUH9A Heateater

"Can't stand the heat? Demand Delaprima."

Enhances overall heat capacity of fighter.



Recharge Boost

Magentech GJ2 Quikward

"Your low-cost shielding solution."

Improves speed of shield recovery.



Shield Maximiser (Orange)

Delaprima DSM4H Stonewall

"Holes in the hull? Demand Delaprima."

Increases overall shield integrity.



Stun Missile (Blue)

Genemer B-2003

"Immobilizes target craft for a few critical seconds."

Larger ships are more resistant. Guided.



Jamma Missile (Pink)

Neural Manifest NeM-10F

"Concentrates target shutdown in weapons systems for prolonged effect."

Craft will remain mobile, however. Guided.



Stun Torpedo

Synodesh Tourmente

"Immobilizes larger targets, for longer."

Unguided weapon with no lock/seek function.





Two-Part Missile

Jelua-Halcyon Retallator

"THE One-Shot Kill."

Twin guided missiles attacking target's shields then hull.



Plasma Missile (purple)

Perihelion PM-221 Colorado

"A Masterpiece - dogfight nirvana."

Guided missile causing heavy shield and hull damage.



Plasma Torpedo (purple)

Synodech-Arcturis Thunderstrike

"Asset denial with attitude."

Unguided anti-ship weapons causing immense shield and hull damage.



Shield Missile mk I (blue)

Fahrenheit Clear Kill

"Determined."

Excellent damage to shields, but useless against hull. Guided.



Shield Missile mk II (blue)

Jelua Systems 11922

"Superior, according to Star fighter Weekly."

Disintegrates shields, but does no damage to hull. Guided.



Hull Missile mk I

Perihelion AM-517 Leafcutter

"A Classic - accept no substitutes."

Heavy hull damage, may bring down weak shields too. Guided.



Hull Missile mk II

Halcyon NA.44 Bearpunch

"Uncompromising and dependable."

Excellent hull damage, still limited against shields. Guided.



Scarab HDW

Perihelion MM-306 Scarab

"A spread of six unguided rockets causing massive hull damage."

Not useful against shielded targets, however.



Nanotech Missile (white)

League Military Industries X13

"Experimental guided missile."

Optimized to attack Sha'Har shields and hull only.



PERIHELION



Nanotech Torpedo (white)
League Military Industries X013
"Experimental unguided Sha'Har killer."
Massive damage to biotech shields and hull.



Phase Distort Beacon
"Donachet Phase Beacon"
Used to focus phase-shift pulses. Guided.



BFG Secondary
Genemer-Dasquaith BDS-9000
"Antimatter area-effect weapon causes heavy shields and hull damage."
WARNING: large blast radius, 5 second fuse and unguided. Be careful.



Offense Pod
Halcyon-Dasquaith HDS-9 Warhound
"Behaves as a small, laser-armed fighter until destroyed or recalled."
Will seek and attack locked target. Auto-recall when target destroyed.



Defense Pod
Neural Manifest NeM-32B Guardian
"An Assurance of Protection."
Will orbit and defend locked target until destroyed or recalled.



Repair Pod
Delaprimo DPR4N Easy fix
"Will restore shields and hull of locked target."
Auto-recall when target fully repaired.



ECM Pod
Genemer E-4005
"When the going gets tough, get Genemer."
Circles fighter providing excellent anti-missile defense.



Decloaker Missile
Neural Manifest NeM-18A Exorcist
"They can run, but they cannot hide."
Reveals all cloaked craft within range.



Flare
Periheion PC-144 Firefly
"The Original - and still the best."
Distracts all enemy missiles within area of effect. Limited fire span.



RATING

Your rating will be displayed in the bottom right hand corner of the Mission Selection Screen. Starting as a <<BEGINNER>>, you must destroy enemy craft to accumulate sufficient points and rise through the ratings to the ultimate rank of <<GRAND MASTER>>.

POINTS:

Fighters and Tanks = 1 point

Midships and Haulers = 2 points

Fleetships and Sentinels = 10 points

Additionally, 10 points will be awarded for each Thunderbolt mission successfully completed.

Upon achieving each rank, you will receive a one-off cash reward.

The Debriefing Menu for each mission will display additional Guild Information, showing your current rank and the number of enemy kills achieved in that mission.

You will be informed if you have moved up in rank and also if new weapons or player craft have been unlocked by your promotion.

REMEMBER

ENEMY KILLS = MORE POINTS = HIGHER RATINGS.



CAREPLAY HINTS

Always read the mission briefings before entering a mission and refer to the objectives in the In-Game Menu. Mission briefings are issued prior to each active mission – you must understand your objectives before engaging in combat.

Spend at least some of your bounties and rewards on upgrading your ships and weaponry.

If you use missiles in a mission, you will have to buy some more to replace them afterwards.

Each type of missile takes up 1 hard-point, no matter how many missiles of that type you have.

Lasers are grouped by type and mk. You can have up to 3 lines of each type and mk. Obviously lower mk lasers of the same type are redundant and should be sold to recoup some of their cost. Each laser you buy will take up 1 hard-point so you will have to sell the older mks to make room for the new versions.

If you find that you have outdated (or unwanted) equipment then sell it and get some money back!

While General Purpose (GP) Lasers are all well and good, a combination of Anti-Shield (AS) and Anti-Hull (AH) Lasers can be far more deadly.

Use the Reverse Thrust facility to improve your turning circle. Brake instantly by simultaneously using the <<REVERSE THRUST>> and <<FORWARD THRUST>>.

Use the Rear View and Launch Secondary Weapons buttons simultaneously to fire a flare fast!

Look for turrets and weakspots on large craft, especially Sentinels (these are highlighted by a RED triangle cursor in HUD targeting). Missiles are especially effective against turrets and weakspots.

Try to find blind spots when attacking large craft – if they cannot see you, they cannot hit you!

Missiles will only home in on a target if the target has been Locked On to.

Use afterburners to escape from tricky situations quickly, particularly useful during dogfights.

Playing and winning all the missions in a system and trying for the maximum number of kills will increase the likelihood of becoming a Grand Master in the rating system.

Exit Jumpgates will remain open until you exit through them – they have no time limit.

And finally, don't stay in one place for too long, you will draw fire – sitting ducks make great targets.



CREDITS

PSYGNOSIS UK

PRODUCER

LEAD PROGRAMMER

PROGRAMMERS

LEAD ARTISTS

ARTISTS

LEAD GAME DESIGNER

DESIGNERS

ADDITIONAL PROGRAMMING

FMV/IN-GAME MUSIC

IN-GAME SFX

EXECUTIVE PRODUCER/STUDIO MANAGER

HEAD PROGRAMMER

HEAD PRODUCER

HEAD DESIGNER

HEAD ARTIST

NETWORK ADMINISTRATOR

OFFICE MANAGER/PA

ASSISTANT OFFICE MANAGER

FMV

FMV DIRECTED BY

FMV WRITTEN BY

FMV ANIMATORS

FMV SFX

VOICE RECORDING TECHNICIAN

"Big" Dave Semmens

Mike Chilton

Graeme Baird, Simon Booth, Julian Gold,

Dave Ranyard, Pete Sheppard

Ben Devereau, Chris Hagg

Roger Coe, Andy Hanson, Pete Owen-James

Simon Stratford

Joey Cobb, Mark Green, Scott Naylor, Wayne Parsons

Pete Brancher, Gareth Preece

Composed and Produced by Gary McKil

Conducted and Orchestrated by Iain Sutherland

Performed by Midland Symphony Orchestra

(Leader: John Reid)

Gary McKil

Jonathan Freeman

Sam Brown

Phil Quince-Webster

Paul Walker

Nicky Westcott

Rob Needle

Beverly Shaw

Kristy Bernard

Hayoc Digital Pictures

Matt Wood

Mark Gorton

Matt Wood, John Lomax, Roy Fielding, John Hackleton

The SoundShed

Richard Joseph



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